

**FRINGE MEETINGS: WEDNESDAY AM**

10:00 - 11:15

**FRINGE MEETING 1**

Details coming soon...

**Break** 11:15 - 11:35

11:35 - 12:50

**FRINGE MEETING 2**

Do androids dream of electric sheep? The problems of being human and what that means for our DC happiness

Following our 2014 Pensions Revolution fringe meeting and 2015's 'Pensions meets Star Wars' focus on default design pitfalls, join us to complete our DC trilogy. Together we'll map out how robots would maximise their DC outcomes, how human intelligence is flawed and what that means for designing end-to-end DC lifecycles. We will take you on an interactive journey into the unknown, combining investment analysis, behavioural finance and ethical questions on how to balance doing what is objectively right for people and how they subjectively judge their own happiness.

Emma Douglas, Head of DC, Legal & General Investment Management

John Roe, Head of Multi-Asset Funds, Legal & General Investment Management

Lunch 12:50 - 13:15

**FRINGE MEETINGS: WEDNESDAY PM**

16:50 - 18:05

**FRINGE MEETING 3**

Details coming soon...

**FRINGE MEETING 4**

De-risking and income generation – how to have it all

Trustees of maturing schemes face the challenge of generating income to meet near-term liabilities while still de-risking the scheme and managing volatility. We examine how trustees can answer short-term demands while staying on track to meet the scheme's wider objectives.

Matthew Bance, Strategist, Global Investment Solutions Director, UBS Asset Management

Peter Cazalet, Business Development Director, UK & Ireland, UBS Asset Management

**FRINGE MEETING 5**

Currency risks and opportunities: what your scheme needs to know

Managing the currency risk that goes with investing in non-UK assets is a key challenge for pension funds – especially at a time of political and economic uncertainty. This session will provide a guide to the latest currency-related risks, opportunities and regulatory developments, leaving you and your scheme better placed to handle them.